

SUPER PLAYERS

# DUNKSHOT



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OS'85 BLDG, 2-6-5 KANDA SUDA-CHO, CHIYODA-KU  
TOKYO JAPAN 101



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## INTRODUCTION

Only MSX-marked personal computers can be used to play the DUNK SHOT cartridge.

Turn the power on after the ROM cartridge has been inserted, not the other way round. ROM may be damaged, if the cartridge is inserted with the power on.

When removing the ROM cartridge, make sure that the power supply to the computer is cut off.

DUNK SHOT can be played with the keyboard, the Joy Ball and the 2-trigger Joy-Stick.

## CONTENTS OF DUNK SHOT

DUNK SHOT is a computer software game which allows every player to capture the thrill and excitement of real basketball games. DUNK SHOT is packed with unique features, so far denied to sports software.

Some of the main features are:

- 1) Selection of any three players out of 8 who all have different abilities, Jumping force, shooting efficiency, etc.
- 2) DUNK SHOT offers RPG (role playing game), for the first time ever in a sports game. As the game progresses, each player improves his capabilities. The RPG feature, thus, will become increasingly effective.
- 3) If the same player keeps playing for a long time, he will be exhausted. If anyone appears tired, you have to replace him quickly.
- 4) DUNK SHOT contains several formation plays. The player's abilities improve as these formation games are used effectively.
- 5) You can form a truly international team - which has black, white and Oriental players. The name of each player can be registered for easy identification.
- 6) You are the coach! Whether your team is a success and wins championships all depends on your management skills.
- 7) You can choose who to play against. The opposing teams have different uniforms and strengths. You are free to select any team. The color of the court changes as the player's uniforms change. DUNK SHOT thus offers a truly colorful game.
- 8) You can select the play time. You decide whether to enjoy a slowly developing game or a fast-paced exciting one.
- 9) DUNK SHOT is played according to rules which closely resemble actual playing rules.

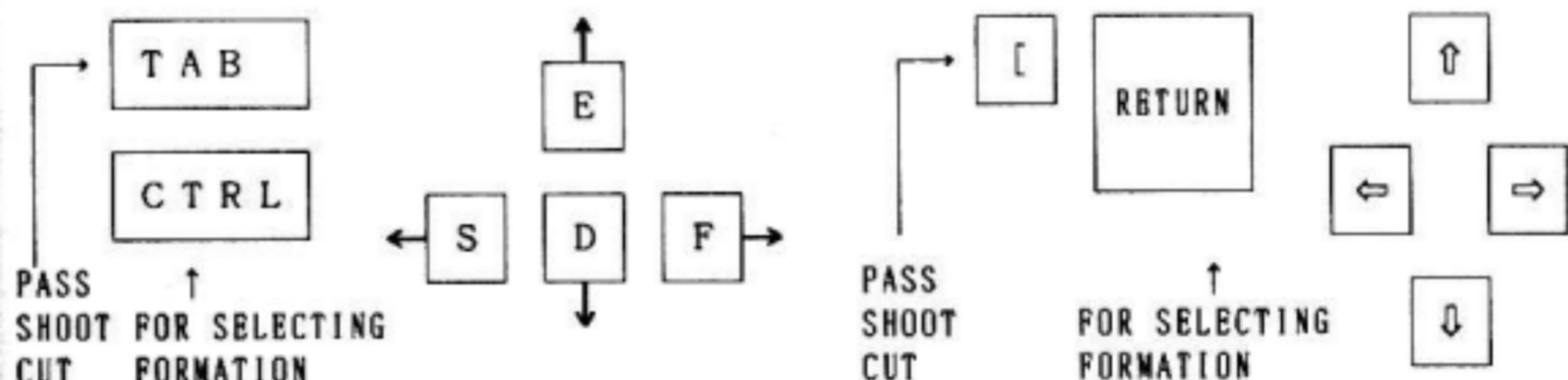
## OPERATION KEYS AND THE JOY STICK

## Playing with the Keyboard

## 2 PLAYERS - LEFT TEAM

## 2 PLAYERS - RIGHT TEAM

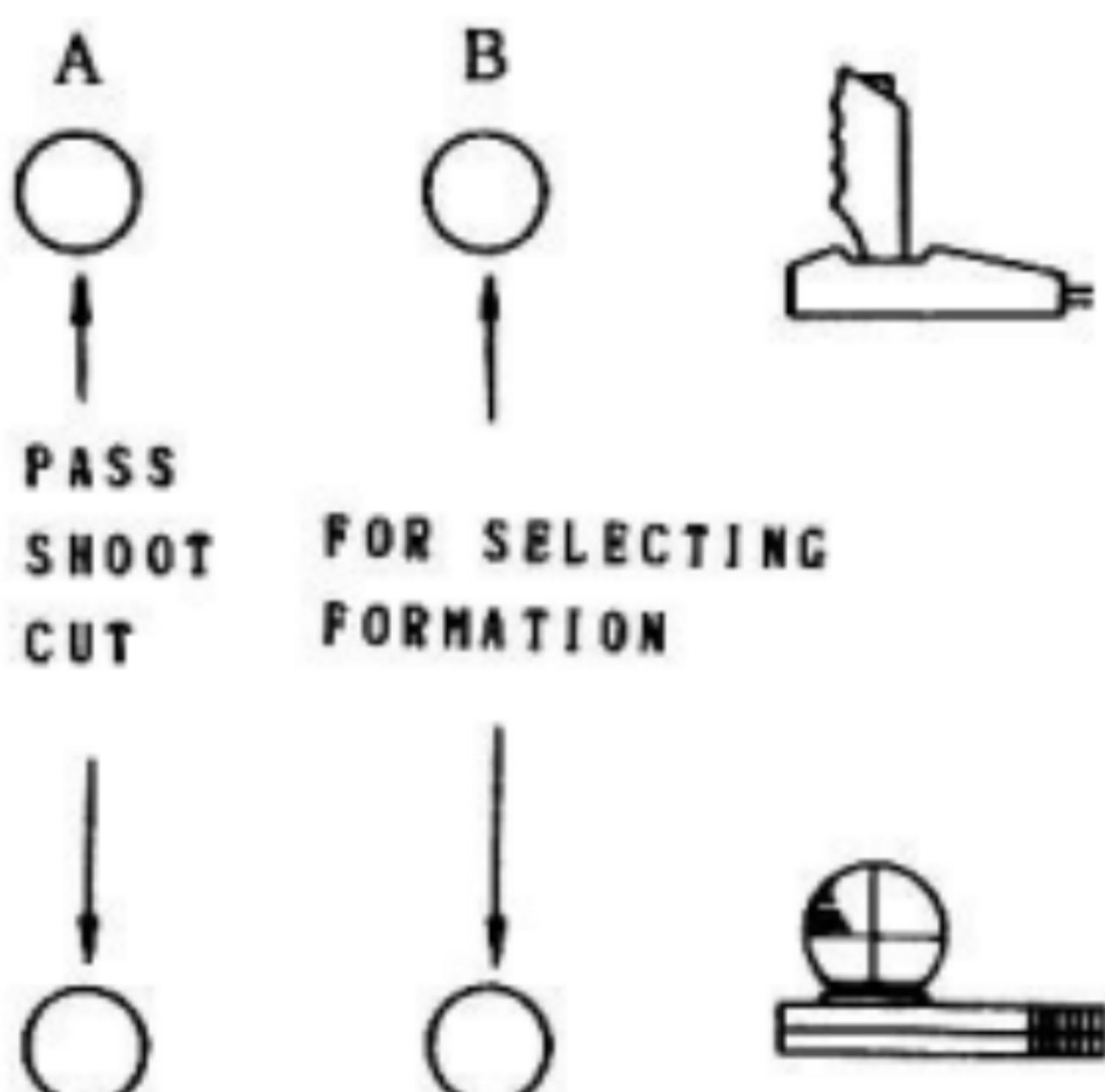
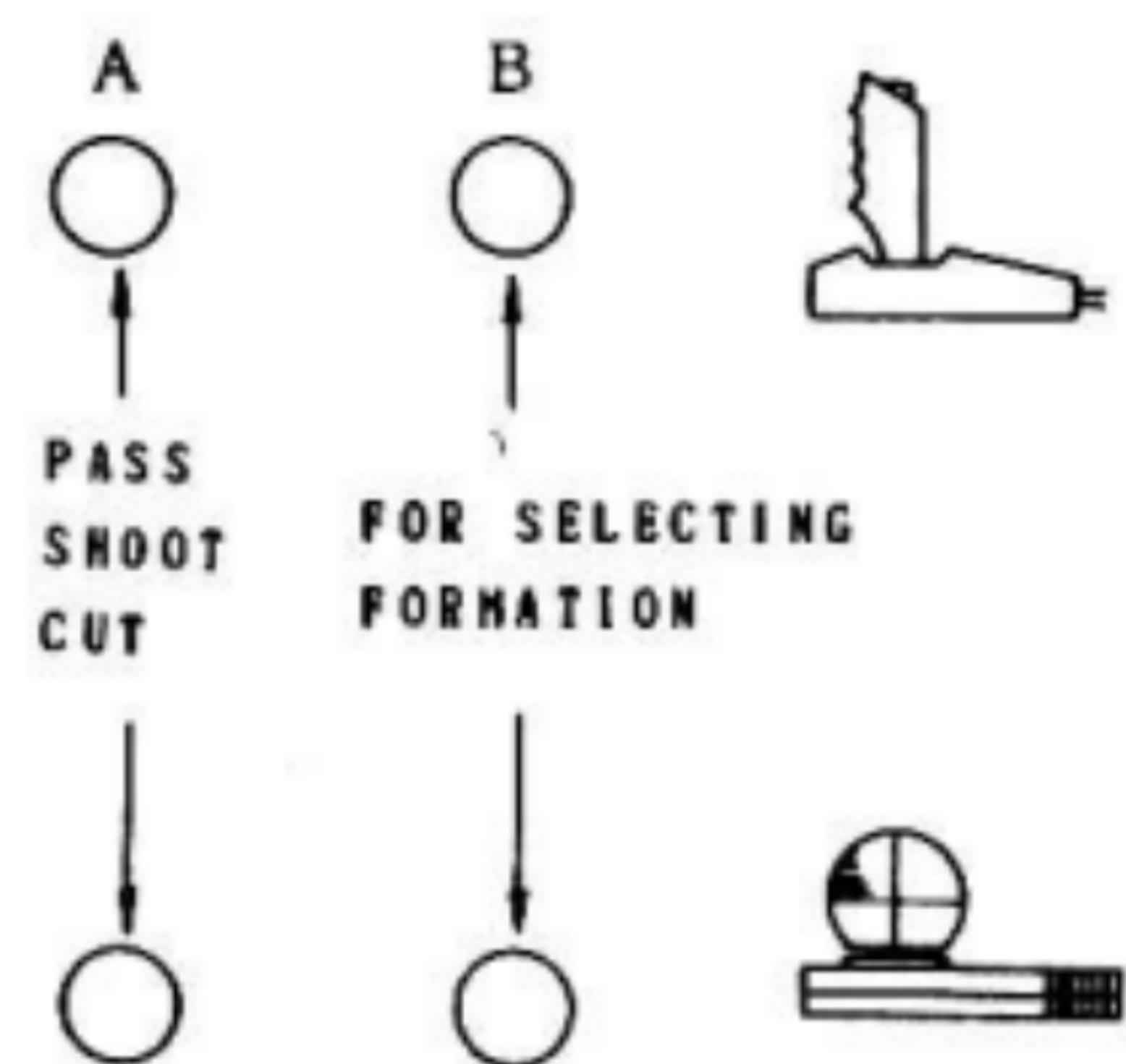
## **1PLAYER-LEFT, RIGHT TEAM**



When playing DUNK SHOT with the Joy Stick, two trigger buttons will be used, one for selecting between pass and shoot, and the other for formation selection. In some Joy Sticks, one circuit is divided into 2-trigger buttons. If these Joy Sticks are used, the function of each trigger button cannot be differentiated.

**JOY-1**  
**2 PLAYERS-RIGHT TEAM**  
**1 PLAYER-LEFT, RIGHT T**

**JOY-2**  
**2 PLAYERS-LEFT TEAM**



## TEAM FORMATION

### 1) Making your own team

1. First select on which side you want to play (either right or left), on the Title Menu.
2. After the team formation mode has been selected, bring (●) to [MAKE TEAM] and press the [SPACE ] key.
3. Enter the 3-letter name of your team using the English alphabet. Press the [RETURN] key.
4. Now you are ready to register the name of each player. Move the cursor (▷) with the direction keys ↑ and ↓ to the player whose name you want to register. Enter the names with letters of the English alphabet. Use the BS key to cancel any wrongly-entered letter.  
Pressing the ← and → allows you to change the color of players. When you have completed registering the players' names, press the [ESC ] key.
5. Press [ESC ] again to return to the title menu.

### 2) Playing with a ready-made team

1. First decide which team (left or right side) you want to play on. This moves you to the Team Formation Mode.
2. Set (●) to [READY-MADE] and press the [SPACE ] key.
3. Enter the team's name with letters of the alphabet and press [RETURN].
4. Move the cursor (▷) to select the strength of each team and press the [SPACE ] key. The team's strength increases with the number of levels.  
NOTE: When playing with the [READY-MADE] team, the name and color of each player cannot be set. The players do not improve their games, either.
5. Press the [ESC ] key to return to the Title Menu.

### 3) Playing against the computer

1. First decide which side your opponents will play on. This moves you onto the Team Formation Mode.
2. Set the (●) mark to [COMPUTER] and press the [SPACE ] key.
3. Set the cursor (▷) to the desired level and press the [SPACE ] key.  
NOTE: The team name registered in the COMPUTER cannot be changed. You cannot register your players names or select their color.
4. Press the [ESC ] key to return to the Title Menu.

- 4) Playing with teams saved on a cassette tape
  1. First decide which side your opponents will play on. This moves you onto the Team Formation Mode.
  2. Insert the cassette tape on the Data Coder and set it to the PLAY mode.
  3. Set the (●) mark to [LOAD DATA] and press the [SPACE] key. "SURE?" appears on the screen. Press the [SPACE] key, which loads the team data (the data accessed first). Press [ESC] if you enter the LOAD mode by mis-operation.
  4. After finishing loading the team data, the name of the players in that particular team will be displayed.
  5. Press [ESC] to return to the Title Menu.
- 5) How to change players' names and colors
  1. First decide which side your opponents will play on. This moves you onto the Team Formation Mode.
  2. Set (●) to [EDIT TEAM] and press [SPACE].
  3. Follow the instructions under the section  
1) Making your own team above.  
Press [ESC] after the alterations are made.
  4. Press [ESC] again to return to the Title Menu.
- 6) How to trade players
  1. Set (●) to [TRADE] in the Title Menu and press [SPACE]. However, you cannot trade your players if playing opposite the COMPUTER or a READY-MADE team.
  2. Set (▷) to the player you want to trade and press [SPACE].
  3. The player you just selected moves to the Trade Screen.
  4. Set (●) to [DEAL] and press [SPACE]. The Trade Screen brightens and shows that player trade-off has been completed.  
NOTE: When you are playing against the COMPUTER or READY-MADE team, the opposing team offers, for trade-off, players of about equal abilities. However, they may improve in quite a different manner.  
NOTE: When 2 people are playing, players with different abilities may be traded, if agreed by both parties. Money should not be involved when making trades, since DUNK SHOT aims at sound entertainment.

7) How to save team data in a cassette tape

1. First decide which side your opponents will play on. This moves you onto the Team Formation Mode.
2. When the [F.1] key is pressed, the "SURE?" message appears on the screen. Press [SPACE] to save the data of the displayed team on a cassette tape. Data cannot be saved, however, if playing against the COMPUTER or a READY-MADE team. Press [ESC] if you have entered the Save Mode by mistake.
3. The Verify Mode starts after the Save Mode is completed. This mode checks if your data has been saved correctly. Rewind the tape all the way and set it to the PLAY mode. Press [SPACE] key.
4. The "ERROR" message shows your data has not been saved correctly. Repeat the above Save Mode procedure.

#### HOW TO PLAY

1. First set (●) to [SET-UP] and press the [SPACE] key.
2. When the Set-up Mode has been selected, set (●) to [PLAY] and press [SPACE] to start the game. If you want to change any of the parameters while in the Set-up Mode, move the (●) mark with ↑ and ↓ keys to that particular parameter and use ←, → or [SPACE] (used for STARTER only) to make desired alterations.

#### STARTERS

Used to select the players of both teams for the game. Players number one through three are initially selected (default players). If you want to select other players, first erase the names indicated by a red lamp, by bringing (▷) to the lamp and pressing [SPACE]. Find the names of the players you want in your next game, bring (▷) to these names and press [SPACE]. After the 3 players have been selected, press [ESC]. However, you cannot change the players at will if playing against the COMPUTER or a READY-MADE game.

#### CHANGE SIDES

This function is used to change the sides (either right or left) of both teams.

#### COLOR OF WEAR

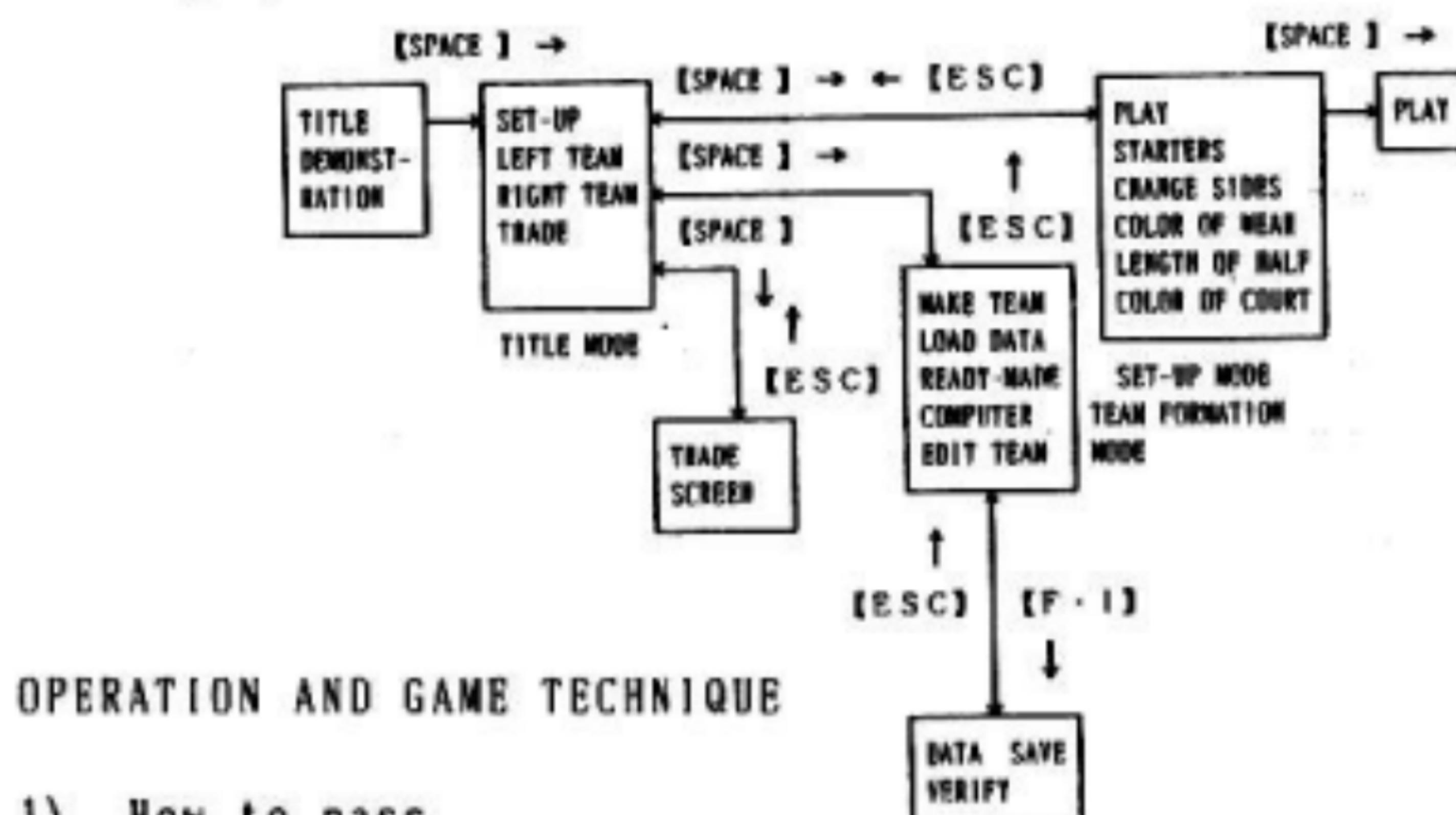
Used when desiring to change the color of players' uniforms.

## LENGTH OF HALF

This allows you to determine the time of each half of the game.

## COLOR OF COURT

Used to change the color of the basketball court. Watch out! the court color changes automatically when the color of the uniforms is changed.



## OPERATION AND GAME TECHNIQUE

### 1) How to pass

If one player turns towards another to pass the ball, the receiving player brightens. Pressing and releasing the [TAB] or [ ] key quickly allows you to pass the ball to the receiving player. However, you cannot pass from the back court to the front.

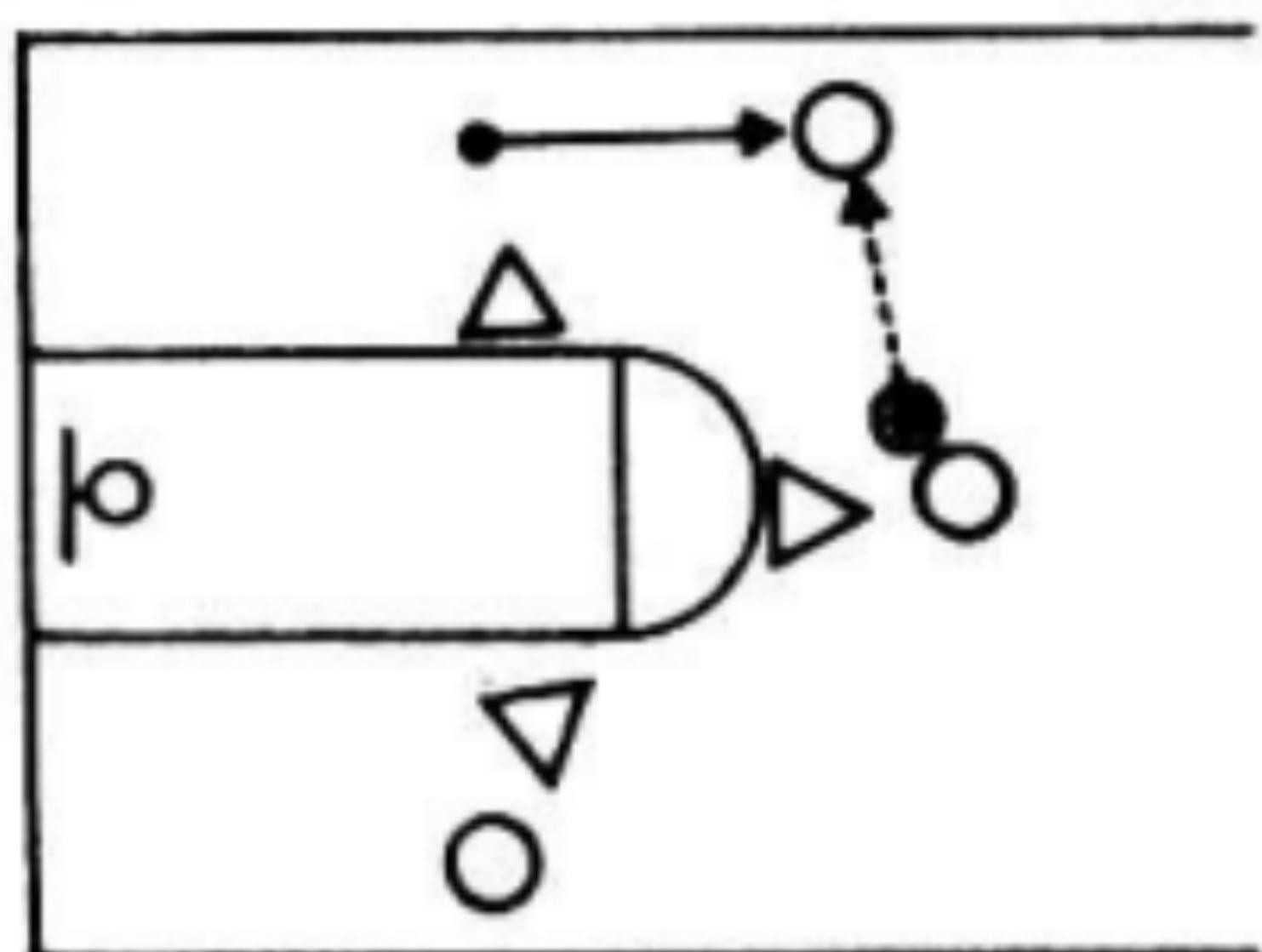
### 2) How to shoot

Regardless of the direction the player may be facing, pressing the TAB and the [ ] for a long time makes that particular player jump, as preparation for a shot. Releasing the TAB or the [ ] starts the shot. If the player lands without making a shot, it is counted as travelling. No player can shoot into the basket from the back court.

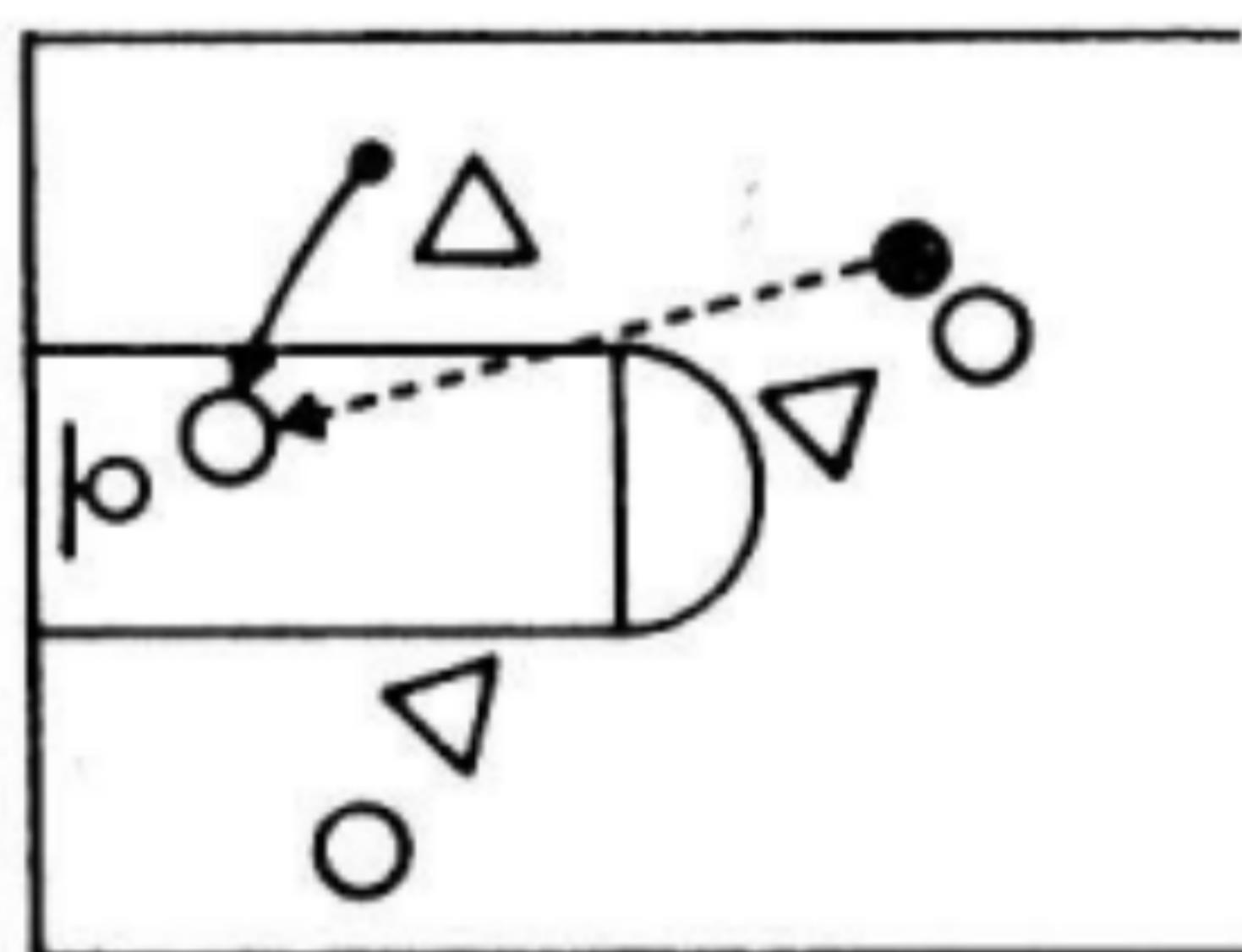
### 3) Formation play

press the [CTRL] or [RETURN] key several times to select the desired formation from A to E. On the start line at the bottom of the screen appears 'FORMATION=' , which indicates the formation just selected. Formation play starts immediately you move the player carrying the ball. The formation cannot be selected, however, when the ball is still in the back court.

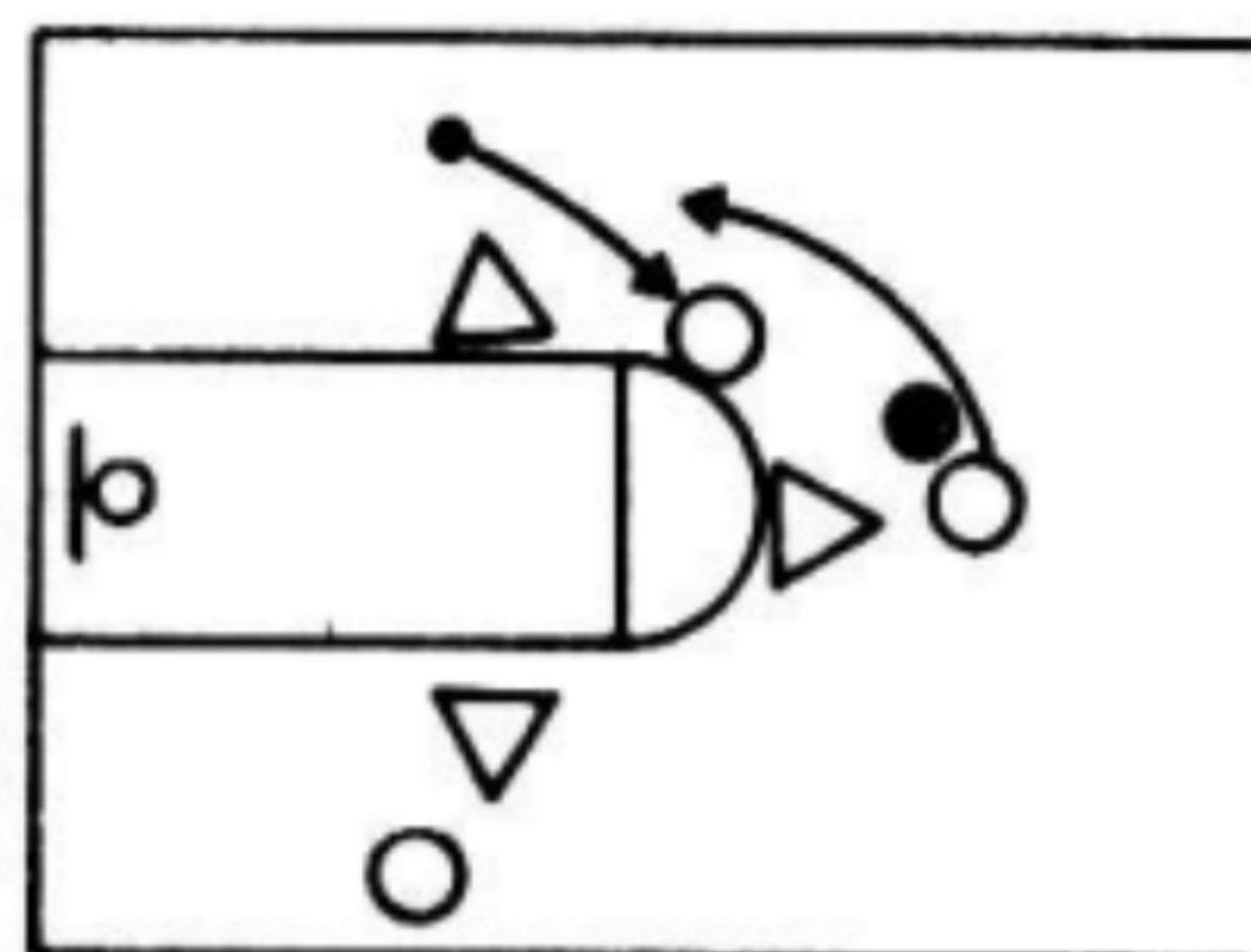
**FORMATION-A (pass play)**  
(Example)



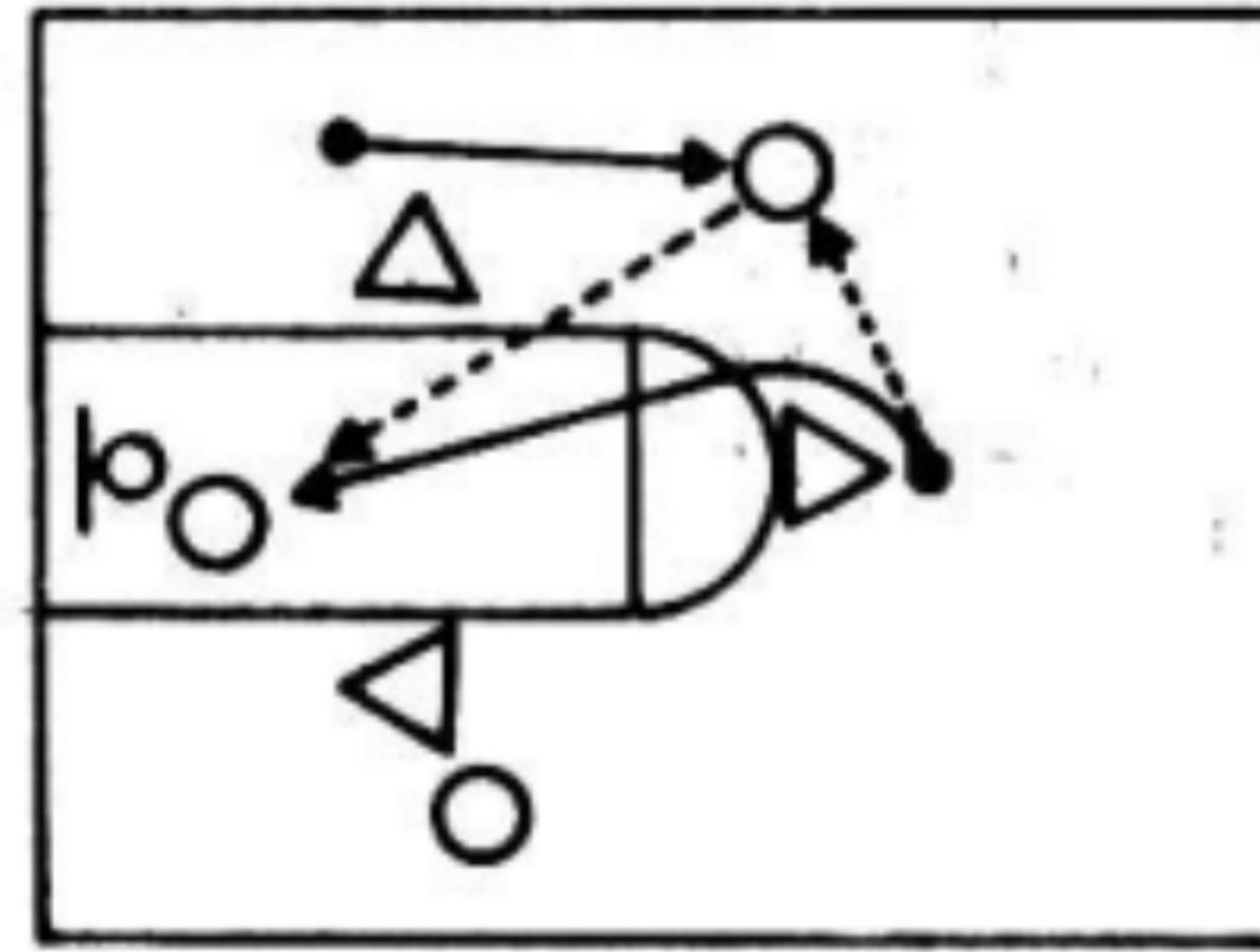
**FORMATION-B (cut-in play)**  
(Example)



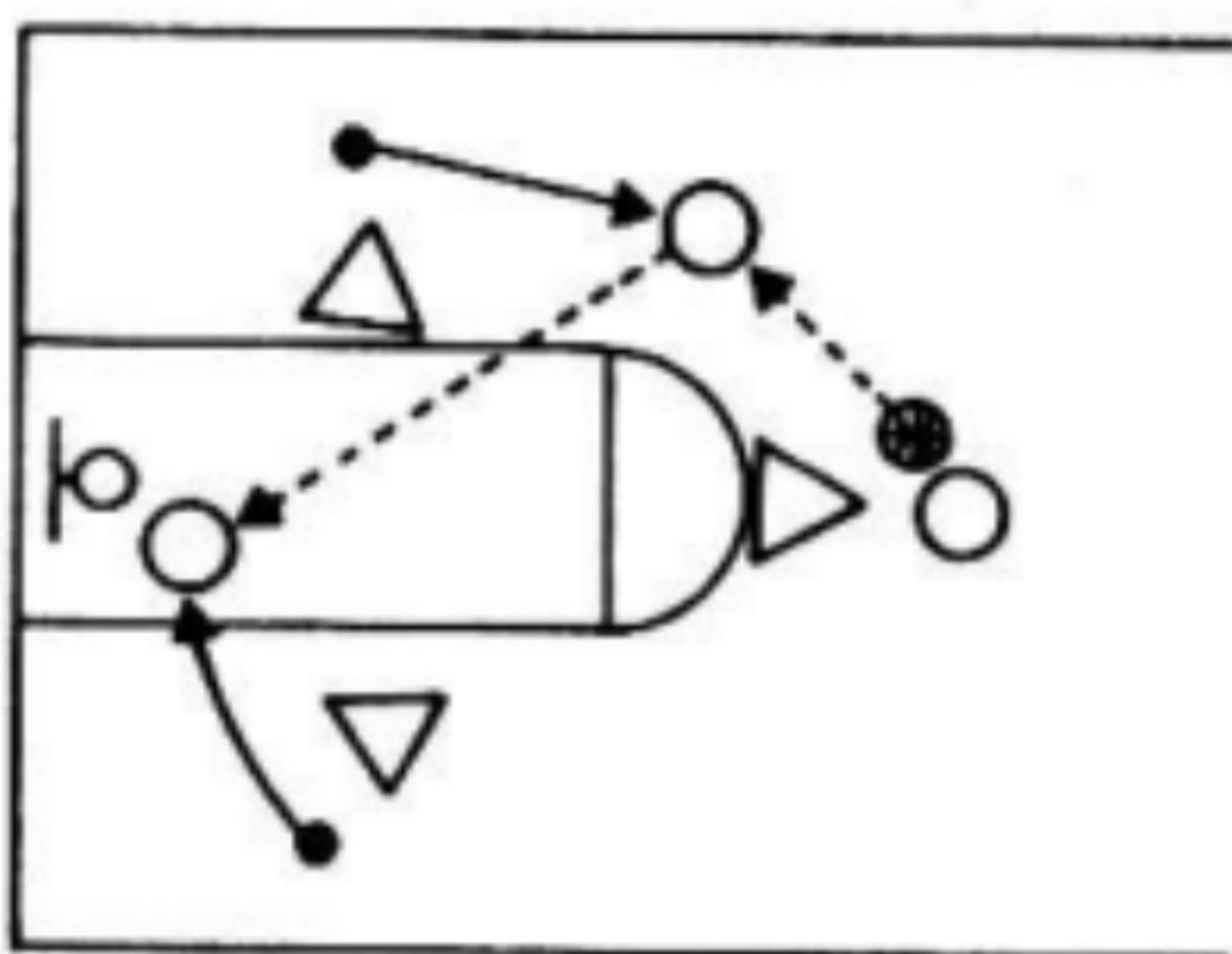
**FORMATION-C (screen play)**  
(Example)



**FORMATION-D (give-and-go)**  
(Example)



**FORMATION-B (post play)**  
**(Example)**



**4) How to change team members**

1. Team members can be changed when they violate the rules or make a foul.
2. When there is a rule violation or a foul, a foul message (details later) appears on the screen (for a few seconds). If you press [SPACE ] while the message is on, you can changed the LEFT TEAM member first, followed by the RIGHT TEAM member. Press [ESC ] if the player change is completed, or is not necessary.

**5) Free throw technique**

Press the shoot key within 5 seconds. Then the player entitled to a free-throw will start dribbling.

**6) Throw-in techniques**

Make the player selected for a throw-in face the player he wants to send a pass to (the receiving player, whose uniform brightens) and press the shooting key within 5 seconds.

**7) How to steal the ball**

Bring any defending player close to the player dribbling the ball and press the shoot key several times.

**8) How to stop your opponent shooting**

1. Try to intercept the player with the ball as he approaches the goal.
2. Move the defense players close to the player holding the ball.

9) How to locate the player with the ball.

1. During the game, a status line at the bottom of the screen shows the "AREA" message to indicate the player's position.  
AREA = 3....The player is in the 3-point area.  
AREA = 2....The player is in the 2-point area outside the free throw lane.  
AREA = F....The player is located in the free-throw lane.

10) How to do a "dunk shot"

1. You can use the dunk shot technique only if your player is tall enough and positioned close to the goal.
2. The dunk shot allows a 100% success rate - thus ensuring a full score.

#### VIOLATIONS AND FOULS

Violations and fouls used in DUNK SHOT are listed below.

1. TRAVELLING  
This indicates that a player has Jumped to make a shot, but has landed without making one.
2. 3 SECONDS  
The player on the attack side has stayed in the opposing team's free throw lane for over 3 seconds.
3. 10 SECONDS  
This message is shown if the ball in the back court is not moved to the front court within about 10 seconds.
4. 30 SECONDS  
The team with the ball has failed to shoot in 30 seconds.
5. 5 SECONDS  
A violation at the time of a throw-in or a free throw, e.g. if the free throw does not take place in 5 seconds after the ball is given to the player; or if the ball is not passed in 5 seconds during a throw-in.
6. CHARGING  
The player forcing his way forward bumps into another player.

7. HACKING  
Slapping or grabbing someone with the hand.
8. PUSHING  
Pushing the opponent with the hand or body.
9. HOLDING  
Holding the opponent with the hand or hands to him moving smoothly.
10. BLOCKING  
Preventing free movement of the opponent by holding him by the hand, shoulders or hips.

Numbers 1 through 5 are rule violations and the opponent is given a throw-in.

Numbers 6 through 10 are foul plays. If these fouls are committed when shooting, the opponent is given a free throw. A player committing such this kind of foul receives one personal foul penalty. If he accumulates 5 foul points, he will be forced to leave the court and will not be able to play again in the same game.

If either team accumulates more than 7 foul points, one-end-one free throw is given to the opposing team.

#### PLAYER IMPROVEMENT

##### 1) Improving players

Each player has three playing skills-shooting, jumping and running. Their skills are shown by the red indicators [S], [J] AND [R] (SKILL).

Jumping and running power increases if a player participates in a game and does especially well. If he scores a point, his shooting power increases. However, there are limits to the extent to which his skills can improve.

##### 2) Player fatigue

If the same player is on the court too long, he becomes tired as shown by the red FATIGUE area. Accumulated fatigue reduces a player's skills, i.e. shooting, jumping and running. Quickly change the player when this occurs. After some rest on the bench, the player's energy will return.

##### 3) What to do if you keep losing

continuous losses depress the participating players, so naturally they stop improving their game. Watch out! They even deteriorate!

**FINALLY**

- 1) DUNK SHOT uses a [man-to-man] defense system. You cannot use other defense tactics, e.g. zone defense, etc.
- 2) There are no court changes during the first and second halves.

**NOTE:** Although DUNK SHOT closely follows actual basketball rules, there are some deviations.

